CHANNEL F

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART-15

Memory Match 1:
- Cipher 24
- Symbol 24

Memory Match 2:
- Super Cipher 40
- Super Symbol 40

Press Reset, when **G?** appears:

TO PLAY	PRESS BUTTON
Super Cipher 40	1
Cipher 24	2
Super Symbol 40	3
Symbol 24	4

Mode: When **M?** Is displayed:

TO SELECT	PRESS BUTTON
One-Player	1
Two-Player	2

Note: If a game is not selected within 10 seconds, the 1-player Super Cipher 40 game is automatically selected.

Hand Controller
- Use the right hand controller for 1-player games.
- Pushing right/left moves cursor right/left.
- Pushing forward/backward moves cursor up or down.
- Pull up to uncover a digit or symbol.

Object: Find matching symbols or digits and score the most points.

ENCODED PROGRAM © 1978

FAIRCHILD

INSTRUCTIONS FOR
VIDEOCART(TM)-15
CARTRIDGE GAMES

Exclusively for use with
the Fairchild Video
Entertainment System

==========
F A I R C H I L D
==========

VIDEOCART is a trademark of Fairchild Camera and Instrument Corporation

ON YOUR MARK

Put your thinking cap and GET SET for 8 memory testing one- and two-player games with random computer generated variations. But don't forget to press RESET before begining.

MEMORY MATCH (Basic rules)

The object of the 2-player version is to match more sets of numbers or geometric shapes than your opponent. In the on-player version the object is to score the highest points in the fewest guesses.

After inserting the cartridge and pushing RESET the screen spells out Memory Match with a G?. If a game selection is not made within 10 seconds the computer automatically goes into a single player 40 squares games with numbers (see Game 1 below). If button 1, 2, 3, or 4 is depressed the following games can be played.

1. Super Cipher-40 (button 1)

In Game 1 there are displayed 10 columns with 4 squares in each column for total of 40 squares. Hidden behind each square are the numbers 1 through 7. These numbers are chosen randomly in even sets. For exampl, in these 20 hidden sets there may be 4 sets of 5; 2 sets of 3, etc. but the pairs will always come out even.

2. Cipher-24 (button 2)

Contains 6 columns with 4 squares for a total of 12 pairs of hidden numbers.

3. Super symbol-40 (Button 3)

In Game 3 there are 10 rows with 4 squares in each row but behind these squares are symbols. There may be 7 blue symbols and 7 green symbols for a possible total of 14 pairs. Again symbol pairs are generated randomly so there possibly may be more of some pairs to throw you "out of your mind."

4. Symbol-24 (Button 4)

In Game 4 there are 6 columns with 4 items in each column for a total of 12 pairs of varios blue and green symbols.

HOW THE HAND CONTROLLER WORKS

After selecting a game the appropiate number of squares is displayed. In the upper left hand corner of the screen there will appear a flashing

cursor. By moving your hand controller left and right, forward or backward you can move this cursor to any square. When you have selected a square, pull up, this will expose your first number or symbol.

To complete your turn move your cursor another square and pull up; if you match you first selection the cursor moves wildly between the two matching squares; you receive your points (see Scoring); then your cursor resets to the upper left corner and you continue your turn. If you miss, and you're in the one-player mode, (see Mode) your try is counted and you begin another turn. If you miss, and you're in the two-player mode, your turn passes to the 2nd player.

Note: Only the right hand controller is active in the one-player mode.

MODE

After selecting a game an M? appears. You have two choices, pushing Button 1 gives you a one-player version of the selected game; pushing 2 gives you a 2-player version.

SCORING

Whenever you match a pair of numbers you get the point value of the single number. For example, matching two 6's gives you the total points of 6. In the symbolic versions you get 1 point for each match.

In the one-player mode the number of tries is displayed in the left hand side and your score is displayed in the right corner.

RATINGS

Guessing all the pairs of numbers in the
40 number matrix in:
   40 guesses is very good.
   30 guesses is excellent.
In the 24 number array in:
   24 guesses is very good.
   14 guesses is excellent.
Guessing all the pairs of symbols in the
40 symbol array in:
   50 guesses is very good.
   40 guesses is excellent.
In the 24 symbol array in:
   30 guesses is very good.
   20 guesses is excellent.
In the two-player version only the scores are displayed--the left player in the left corner and the right player in the right corner.

ENDING THE GAME

When all the pairs are matched the winning score flashes together with the word WIN for 10 seconds. The screen clears and the same game and mode are repeated. To change games and mode you must push the Reset button and repeat the selection cycle.

HAVE FUN

If you have questions about this Videocart(TM)* cartridge or your Channel F Video Entertainment System, call the toll free numbers included with your game.

Other exciting Videocart cartridges are available from your Fairchild

dealer or, for more information, write:

Fairchild Video Products
3105 Alfred Street
Santa Clara, CA 95050

*VIDEOCART is a trademark of Fairchild Camera and Instrument Corporation.
Copyright (C) 1978 Made in Singapore Printed in U.S.A.